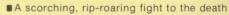# DRAGON SPIRIT ™

ATARI ST SCREEN SHOTS

THE SMASH HIT COIN-OP ARCADE GAME!

IT BRINGS OUT THE BEAST IN YOU !

Scorch through the skies in the most challenging flight of your life.
Breath fire over hordes of attacking creatures from a prehistoric age.

- A scorching, rip-roaring fight to the death
- Pick up bonuses for mega weapons and extra firepower
- 8 levels of pulse-racing action
- Exhilarating and challenging
- Have you got the fighting spirit? Have you got Dragon Spirit?

TENGEN The New Name in Coin-Op Conversions.

DoMark

DRAGON SPIRIT ™

CBM CASS

TENGEN The New Name in Coin-Op Conversions.

DoMark

Dragon Spirit is an all action game where the player becomes a powerful dragon bestowed with special powers. Your objective is to rescue the princess Alicia who is held captive by the evil serpent demon Zawell.

Your dragon can bomb and fire simultaneously but sometimes even this awesome power is not enough and you must locate and obtain extra powers along the way by shooting the glowing creatures and catching the spells they drop. Some eggs contain powerful spells such as extra heads or increased firepower.

At the end of each of the eight levels you must face one of the nine terrifying beasts instructed by the demon to stop you reaching your goal. The more firepower you have collected the easier it will be to defeat the beasts that guard the entrances to higher levels. Each beast has one weakness and you must employ different strategies in order to destroy it.

Loading Instructions:

Atari ST and Amiga: Insert disk and Switch on machine.

Spectrum 48K Cassette: Type LOAD "" and press ENTER, then start tape.

Spectrum 128K/+2 Cassette: Type LOAD"" and press ENTER, then start tape.

Spectrum + 3 Disk: Select LOADER option from the main menu.

Amstrad Cassette: Press CTRL and small ENTER key. If you have a disk drive connected first type I TAPE (I is obtained by pressing the shift key and the ⓐ key together).

Commodore Cassette: Press SHIFT and the RUN/STOP key.

Commodore Disk: Type LOAD "*",8,1.

AMSTRAD Disc: Insert disk, type I CPM and press Enter. (I is obtained holding down SHIFT and pressing ⓐ)

Controls:

Players can use a joystick or the keyboard.

AMSTRAD CPC:
Joystick or Keys.
Q,A,O and P for Up, Down, Left and Right.
Space bar to Fire.
Return key to Bomb.

SPECTRUM :
Joystick or Keys, the keys being redefinable.

COMMODORE 64 :
Joystick or Keys.
Q,A,O and P for Up, Down, Left and Right.
Space bar to Fire.
Return key to Bomb.

ATARI ST: Joystick only.

AMIGA : Joystick only.

IBM PC:
Joystick or Keys.
Q,A,O and P for Up, Down Left and Right.
Space bar to Fire.
Return key to Bomb.